**Reflection on lab 1:**

*Overall working time ~3-4 hours*

**What did I learn/already knew?**

I have learned a bunch from these. With only experience from Unity in the past but wanting to learn Unreal without the luck of finding good videos this was an eye opener. The things I already knew was some standard information that is same for multiple engines and how blueprints worked in the basics from other node-based scripting languages and how to use this to control materials from using Blender’s shader node system.

But most was new information that opened my eyes for what is possible. Even though I still do not fully like blueprint more than code, but I might change my mind during the upcoming labs.

**What was difficult?**

Nothing was too difficult to get my hands on and understand. The only difficult part for me was to understand how to hand in and what to hand in. But I hope I got it in the end.

**How can it be improved?**

Well, in my opinion I think the lab could improve in the way that first and foremost say which tasks is mandatory in the hand in. Because for an instance Task 1, video 3, can fast be verry big as assets are involved and not work to send to GitHub, because of this I skipped this in my hand in even if it is done.

Second of I would do Task 3-4 some sort of following each other. Right now, I only made a project for Task 3 to later just close it. Maybe make Task 3 so you make the project, change something that is covered in the videos indirectly, like changing the player speed or bullet start velocity instead of bullet force. Then in Task 4 add on to this and make the new scrips and change an already existing template. Or something similar. Task 3 just felt very unnecessary...

Lastly, I just want to say that the pictures and guidance was very nice. Nice videos and such!